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1 Designing database interfaces with DBface
Roger King, Michael Novak
April 1993   **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 2
Publisher: ACM Press
Full text available: 📄 pdf(1.86 MB)   Additional Information: full citation, abstract, references

> DBface is a toolkit for designing interfaces to object-oriented databases. It provides users with
> minimal programming. This is accomplished by combining techniques from User Interface Mana
> about the specific kinds of techniques used by object-oriented databases. DBface allows users t
> techniques by taking advantage of an object-oriented database envir ...

> **Keywords:** graphical interfaces, object-oriented databases, user interface management systen

2 Chiron-1: a software architecture for user interface development, maintenance, and run-tin
Richard N. Taylor, Kari A. Nies, Gregory Alan Bolcer, Craig A. MacFarlane, Kenneth M. Anderson, G
June 1995   **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 2
Publisher: ACM Press
Full text available: 📄 pdf(2.65 MB)   Additional Information: full citation, abstract, references

> The Chiron-1 user interface system demonstrates key techniques that enable a strict separation
> techniques include separating the control-flow aspects of the application and user interface: the
> Chiron also separates windowing and look-and-feel issues from dialogue and abstract presentat
> server architecture. To separate application code from user interf ...

> **Keywords:** artists, client-server, concurrency, event-based integration, user interface architec

3 Draft Proposed: American National Standard—Graphical Kernel System
Technical Committee X3H3 - Computer Graphics
February 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue SI
Publisher: ACM Press
Full text available: 📄 pdf(16.07 MB)   Additional Information: full citation

4 Status report of the graphic standards planning committee
Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
Publisher: ACM Press
Full text available: pdf(15.01 MB)   Additional Information: full citation, references, citings

5 Multimedia document presentation, information extraction, and document formation in MIN
S. Christodoulakis, M. Theodoridou, F. Ho, M. Papa, A. Pathria
December 1986 **ACM Transactions on Information Systems (TOIS)**, Volume 4 Issue 4
Publisher: ACM Press
Full text available: pdf(3.16 MB)   Additional Information: full citation, abstract, references

> MINOS is an object-oriented multimedia information system that provides integrated facilities fc
> objects. In this paper the model for multimedia documents supported by MINOS and its implerr
> functions provided in MINOS that exploit the capabilities of a modern workstation equipped witl
> an active multimedia document presentation and browsing within docu ...

6 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-tl
Compuater Graphics staff
September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3
Publisher: ACM Press
Full text available: pdf(9.03 MB)   Additional Information: full citation, references

7 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies o**
Publisher: IBM Press
Full text available: pdf(4.21 MB)   Additional Information: full citation, abstract, references

> Understanding distributed applications is a tedious and difficult task. Visualizations based on pr
> better understanding of the execution of the application. The visualization tool we use is Poet, z
> Waterloo. However, these diagrams are often very complex and do not provide the user with th
> experience, such tools display repeated occurrences of non-trivial commun ...

8 CLAW, a high level, portable, Ada 95 binding for Microsoft Windows
Randall Brukardt, Tom Moran
November 1997 **Proceedings of the conference on TRI-Ada '97**
Publisher: ACM Press
Full text available: pdf(2.00 MB)   Additional Information: full citation, references, citings, ind

9 Automating the lexical and syntactic design of graphical user interfaces: the UofA* UIMS
Gurminder Singh, Mark Green
July 1991 **ACM Transactions on Graphics (TOG)**, Volume 10 Issue 3
Publisher: ACM Press
Full text available: pdf(3.82 MB)   Additional Information: full citation, references, citings, index terms, review

10
Interactive Editing Systems: Part II

Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3
Publisher: ACM Press
Full text available: pdf(9.17 MB)   Additional Information: full citation, references, citings, i

11 Rooms: the use of multiple virtual workspaces to reduce space contention in a window-ba:
D. Austin Henderson, Stuart Card
July 1986 **ACM Transactions on Graphics (TOG)**, Volume 5 Issue 3
Publisher: ACM Press
Full text available: pdf(4.58 MB)   Additional Information: full citation, abstract, references

    A key constraint on the effectiveness of window-based human-computer interfaces is that the d results in "window thrashing," in which the user must expend considerable effort to keep desire overcomes small screen size by exploiting the statistics of window access, dividing the user's w transitions among them. Mech ...

12 GPGPU: general purpose computation on graphics hardware
David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, A:
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '0**
Publisher: ACM Press
Full text available: pdf(63.03 MB)   Additional Information: full citation, abstract

    The graphics processor (GPU) on today's commodity video cards has evolved into an extremely architectures provide tremendous memory bandwidth and computational horsepower, with fully that support vector operations up to full IEEE floating point precision. High level languages hav computational power accessible. Architecturally, GPUs are highly parallel s ...

13 Pen computing: a technology overview and a vision
André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3
Publisher: ACM Press
Full text available: pdf(5.14 MB)   Additional Information: full citation, abstract, citings, ind

    This work gives an overview of a new technology that is attracting growing interest in public as difference from other technologies is in the use of a pen or pencil as the primary means of inter familiar pen and paper interface metaphor. From this follows a set of consequences that will be technologies and visions.Starting with a short historic ...

14 The design and evolution of an object-oriented graphics library for creating user interfaces
David W. McIntyre, Ephraim P. Glinert
April 1991 **Proceedings of the 19th annual conference on Computer Science**
Publisher: ACM Press
Full text available: pdf(690.09 KB)   Additional Information: full citation, references

15 The elements of nature: interactive and realistic techniques
Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '0**
Publisher: ACM Press
Full text available: pdf(17.65 MB)   Additional Information: full citation, abstract

    This updated course on simulating natural phenomena will cover the latest research and produc of nature. The presenters will provide movie production, interactive simulation, and research pe

modeling, rendering, and animation of natural phenomena. The course offers a nice balance of simulation techniques and the latest physics-based simulation techni ...

16 Scene: using scenario diagrams and active text for illustrating object-oriented programs
Kai Koskimies, Hanspeter Mössenböck
May 1996 **Proceedings of the 18th international conference on Software engineering**
Publisher: IEEE Computer Society
Full text available: pdf(900.22 KB) Publisher Site   Additional Information: full citation, abstract, references

Scenario diagrams are a well-known notation for visualizing the message flow in object-oriented analysis and design phases of software development to prototype the expected behavior of a sy understanding and browsing existing software. We have implemented a tool called Scene (SCEN scenario diagrams for existing object-oriented systems. The tool makes extensiv ...

Keywords: Scene, active text, behavioural prototyping, call matrices, class diagrams, class int hypertext-like facilities, illustration, message flow visualization, method definitions, object-orier oriented programs, program understanding, programming environments, reverse engineering, : development, software tools, source code, subroutines, systems analysis, systems design

17 Human-computer interface development: concepts and systems for its management
H. Rex Hartson, Deborah Hix
March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1
Publisher: ACM Press
Full text available: pdf(7.97 MB)   Additional Information: full citation, abstract, references

Human-computer interface management, from a computer science viewpoint, focuses on the pr interfaces, including their representation, design, implementation, execution, evaluation, and m of interface management: dialogue independence, structural modeling, representation, interact methodologies, and control structures. *Dialogue independence* is th ...

18 Interactive Editing Systems: Part I
Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3
Publisher: ACM Press
Full text available: pdf(3.08 MB)   Additional Information: full citation, citings, index terms

19 A high-level and flexible framework for implementing multiuser user interfaces
Prasun Dewan, Rajiv Choudhary
October 1992 **ACM Transactions on Information Systems (TOIS)**, Volume 10 Issue 4
Publisher: ACM Press
Full text available: pdf(2.82 MB)   Additional Information: full citation, abstract, references

We have developed a high-level and flexible framework for supporting the construction of multi generalized editing interaction model, which allows users to view programs as active data that consists of several novel components including a refinement of both the Seeheim UIMS architec explicitly addresses multiuser interaction; the abstractions of sha ...

Keywords: computer-supported cooperative work, editing, groupware, user interface manager

20 An interactive graphical modeling tool for performance and process simulation
Dennis S. Mok, Cynthia A. Funka-Lea

December 1993 **Proceedings of the 25th conference on Winter simulation**
Publisher: ACM Press
Full text available: pdf(759.89 KB)   Additional Information: full citation, references

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S15	0	dynamic$8 near2 (display$3 or screen) same popup near window and "345"/$.ccls. and (modif$6 or edit) same (attributes or configuration) same (window or display)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/03 10:20
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S20	125	dynamic$8 same (display$3 or screen) same (popup or pop near up) near window	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/04/03 10:48
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S22	2	("6018799").PN.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/04/03 11:13
S23	2	("6593940").PN.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/04/03 11:14

S24	2	("6286130").PN.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/04/03 11:14

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